

Cont  
A1 enabling by providing an interactive first communication unit operable from the first gaming location, including a first display visible from the first gaming location and displaying a message depending on a preference of a player stored in the memory before the message is displayed at the first gaming location, an interactive second communication unit operable from the service station, including a second display visible from the service station, and a network arranged to transmit data so that messages are displayed on the first display and the second display.

[0006] Another apparatus form of the invention is useful in a gaming system comprising a first gaming location and a second gaming location. In such an environment, communication between the first and second gaming locations is enabled by providing apparatus comprising an interactive first communication unit operable from the first gaming location and arranged to accommodate a first player, the first communication unit including a first display visible from the first gaming location, enabling entry of at least one of a name of a second player and a second player code and enabling entry of a first message, an interactive second communication unit operable from the second gaming location and arranged to accommodate a second player, the second communication unit including a second display visible from the second gaming location, enabling entry of at least one of a name of the first player and a first player code and enabling entry of a second message, and a network arranged to transmit data resulting in display of the first message on the second display and arranged to transmit data resulting in display of the second message on the first display.

---

A2 [0008] One method form of the invention is useful in a gaming system comprising a service station, a memory and at least a first gaming location enabling play

cont  
A2  
by a first player. In such an environment, communication with the service station and the first gaming location is enabled by providing steps comprising storing a preference of the first player in the memory, generating messages at the first gaming location and displaying messages visible from the first gaming location interactively after the preference is stored in the memory, generating messages at the first service station and displaying messages visible from the service station interactively, and transmitting the generated messages.

[0009] Another method form of the invention is useful in a gaming system comprising a first gaming location arranged to accommodate play by a first player and a second gaming location arranged to accommodate play by a second player. In such an environment, communication between the first and second gaming locations is enabled by providing steps comprising generating messages at the first gaming location and displaying messages from the second gaming location at the first gaming location interactively, enabling entry of at least one of a name of the second player and a second player code from the first gaming location, enabling entry of a first message from the first gaming location, generating messages at the second gaming location and displaying messages from the first gaming location at the second gaming location interactively, enabling entry of at least one of a name of the first player and a first player code from the second gaming location, enabling entry of a second message from the second gaming location, and transmitting the messages between the first and second gaming locations resulting in display of the first message at the second gaming location and display of the second message at the second gaming location.

---